HXm

HD-010C DIGITAL DRUM
USER'S MANUAL

TAKING CARE OF YOUR DRUM

! **DO NOT ATTEMPT TO OPEN THE UNIT OR MAKE ANY CHANGE IN THE CIRCUITS OR PARTS OF THE UNIT**.

SERVICE AND MODIFICATION
This product should be serviced by qualified service personnel when,
 * the power supply cord or the plug has been damaged,
 * liquid has been spattered into the unit or it has been exposed to rain,
 * the instrument does not appear to operate normally or exhibits a marked change in performance,
 * the instrument has been dropped or the cabinet has been damaged.
 * Do not attempt to open the unit or make any change in the circuits or parts of the unit.

HANDLING AND TRANSPORT
 * Never apply excessive force to the controls, connectors, pads or other parts of the instrument.
 * Always unplug cables by gripping the plug firmly, not by pulling on the cable.
 * Physical shocks caused by dropping, bumping, or placing heavy objects on the instrument can result in scratches and/or more serious damage.
 * Carefully check the amplifier volume control before stating to play. Excessive volume can cause permanent hearing loss.

CLEANING
 * Clean the unit with a dry or light-wet soft cloth. Do not use paint thinner or petro-chemical based polishes.

LOCATION
Do not expose the drum to the following conditions to avoid deformation, discoloration, or more serious damage,

 * direct sunlight (near a window),
 * high temperatures (near a heat source, outside, or in a car during the daytime),
 * excessive humidity,
 * excessive dust,
 * strong vibration.
 * The drum contains digital circuitry and may cause interference if placed too close to radio or television receivers. If interference occurs, move the drum further away from the affected equipment.

POWER
 * Turn the power switch off when the drum is not in use.
 * To avoid damage to the drum and other devices to which it is connected, turn the power switches of all related devices off prior to connection or disconnection of audio cables.
 * Turn the power off if the main cable is damaged or the instrument is spattered with liquid.
 * Do not switch the unit on and off in quick succession, this places an undue load on the electronic components.
 * Unplug the AC power cord during an electrical storm.
 * Avoid plugging the AC adaptor into the same AC outlet as appliances with high power consumption, such as electric heaters or ovens.

CONTENTS TABLE

CRASH1
B-12 Cymbal-edg

CRASH 2
B-12 Cymbal-edg

HI-HAT
A-8 Hi-Hat

TOM1
B-8 Tom

TOM2
B-8 Tom

SOUND MODULE
HD-010B

RIDE
B-14 Cymbal-edg-Bell

SNARE
B-8 Snare

TOM3
B-8 Tom

TOM4
B-8 Tom

KICK
B-8 Kick

HI-HAT CONTROL PEDAL
B-HH Ctrl

RACK SYSTEM
RACK C

KICK PEDAL
P-6B Kick Pedal

* KICK PEDAL IS OPTIONAL ACCESORY

The diagram shows complete drum kit after installation.

Each drum pad, cymbal pad and Hi-Hat control pedal has its part number underneath the part name for your reference in installation. The part number is printed in part packing box.

Power adaptor and connection cables are not shown in the diagram.

RACK INSTALLATION - 1

Wing nut

These clamps are in the CLAMP box
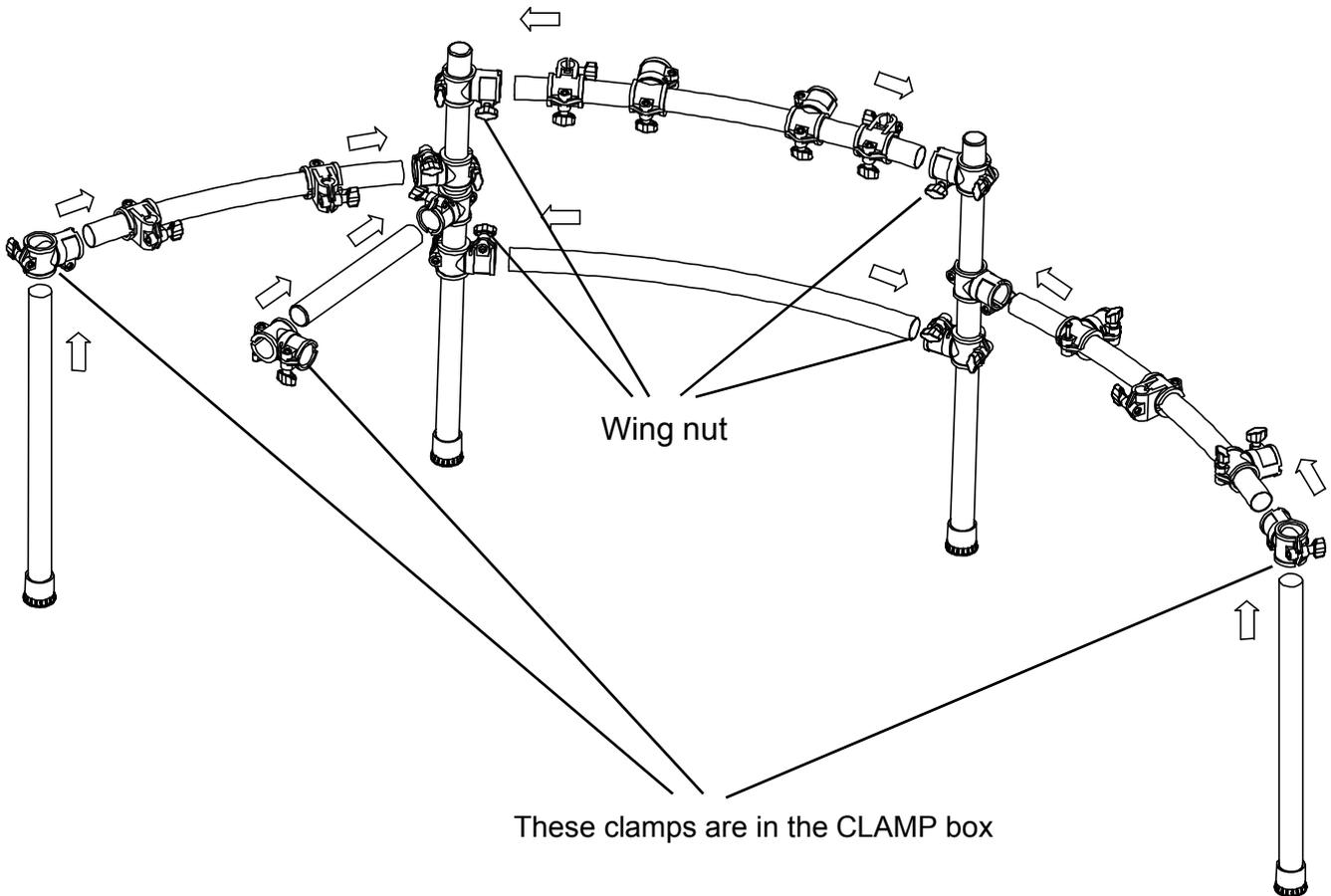
You can find all components in package.

All pipes with clamp kit attached are in RACK SYSTEM box, except right , left lag and snare arm without clamp kit, which is in CLAMP box.

Take off all parts from package. Insert pipes into relevant clamp as shown in the daigram, fasten wing nut to secure them.

RACK INSTALLATION - 2

③ Loosen wing nuts in the clamp. Rotate the L-Rod and cymbal support rod to proper position, then tighten the wing nuts

② Loosen wing nut in the clamp. Move the cross beam to proper location, then tighten the wing nuts

Please note: Hi-Hat rod is different from ride/crash rod.

① Loosen wing nuts in the clamp, adjust the position of the arm and legs, then tighten the wing nuts
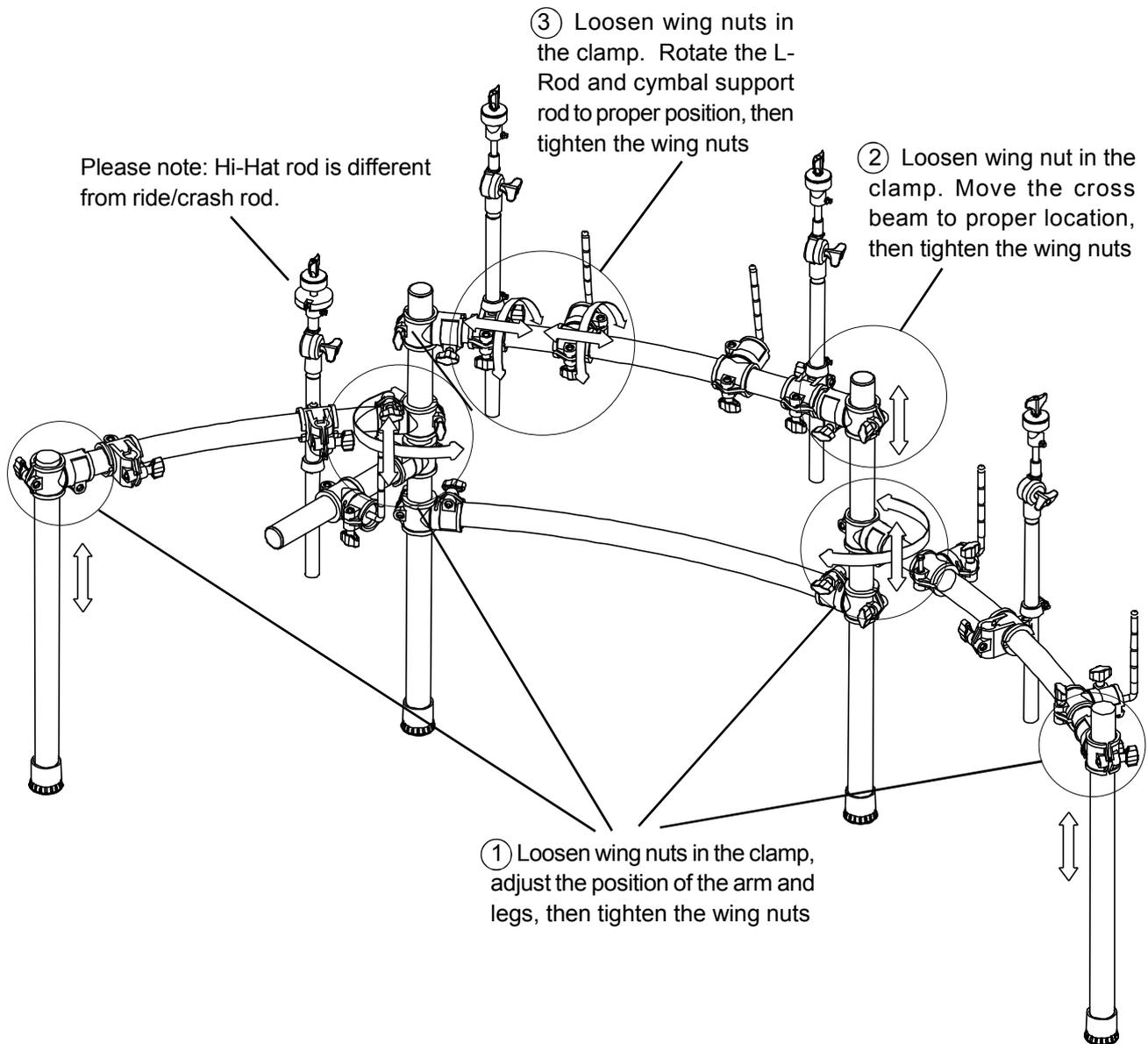
Adjust arm, leg and cross beam to proper position. Insert L-rods and cymbal support rods into relevant clamp as shown in the diagram, then adjust their positions.

COMPONENTS INSTALLATION
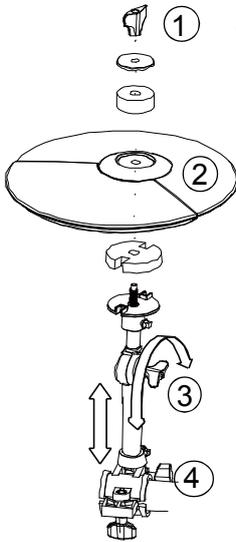
Hi-Hat Installation

1. Remove the wing nut, washer and felt pad from the top of the rod.

2. Put the Hi-Hat into the rod, then place back parts removed in the step 1. Re-tighten the wing nut.

3. Loosen the side wing nut, adjust the angle of the rod then re-tighten the wing nut.

4. Loosen the wing nut on the clamp, adjust the height of the rod then re-tighten the wing nut.

Snare Installation

1. Loosen the wing nut, place the snare on the snare installation snare L-Rod.

2. Adjust the angle and height of the snare pad then tighten the wing nut.

Crash and Ride Installation

1. Remove the wing nut, washer and felt pad from the top of the rod.

2. Put the cymbal pad into the rod, then place back parts re-moved in the stet 1. Fasten the wing nut but not too tightly. It allows the pad a little bit wob-bling like real acoustic cymbal.

3. Loosen the side wing nut, adjust the angle of the rod then re-tighten the wing nut.

4. Loosen the wing nut on the clamp, adjust the height of the rod then re-tighten the wing nut.

Tom Installation

1. Loosen the wing nut, place the tom pad on the installation L-Rod.
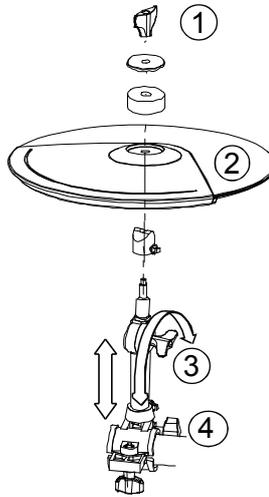
2. Adjust the angle and height of the tom pad then tighten the wing nut.
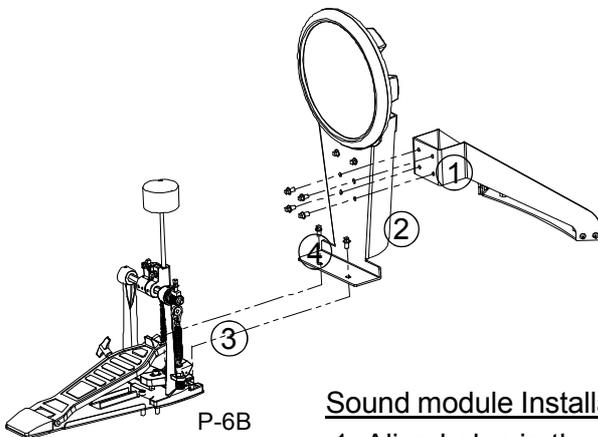
Kick Installation

1. Align holes in the support ① and stand ② then insert bolts and fasten with attached

2. Insert tongue ④ of the kick stand into slot of the pedal ③

3. Align holes in the tongue and the pedal, then insert bolts and fasten with attached key.   .

P-6B

Sound module Installation

1. Align holes in the sound module and the model mount then insert screws and fasten it.

2. Insert rod of the model mount into the clamp, then tighten the wing nut.
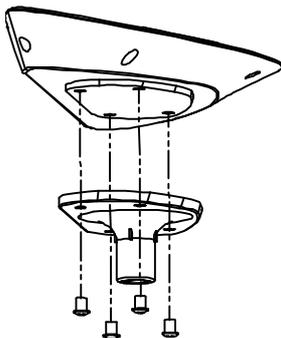
Finalizing the Installation

After install all components, fine adjust the arm, clamps and rods to the best position you desire.

Electronic Connection

Please refer to the SOUND MODULE Chapter for electronic connection.

SOUND MODULE

CONTROL PANEL
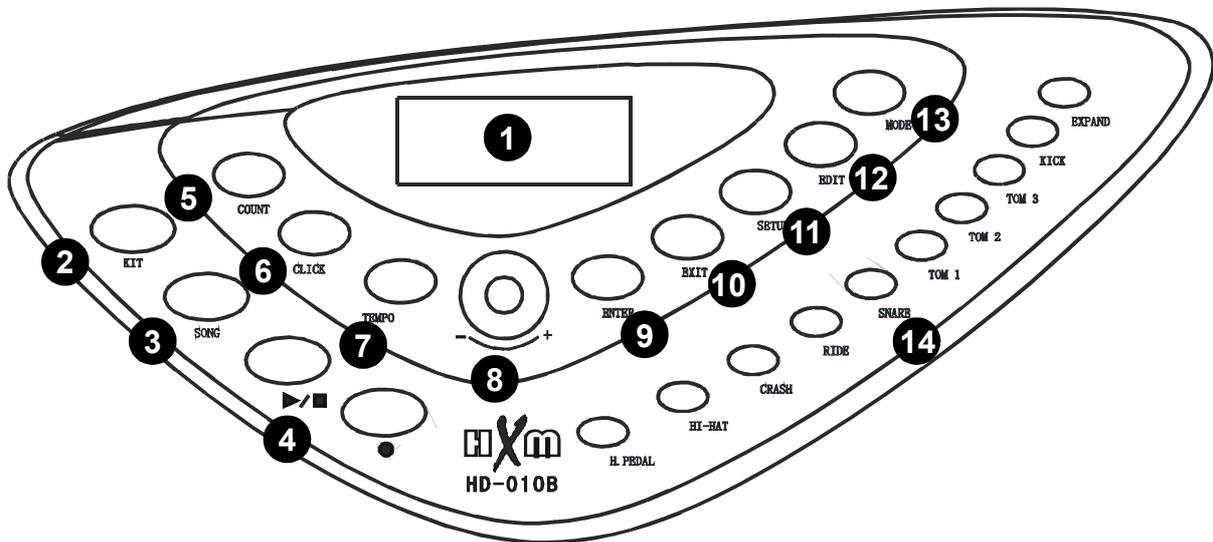
(1)   LCD Display: Information display such as Kit number and name, Song name etc.
(2)   KIT Button: Enter the Drum kit screen and select kit
(3)   SONG Button: Enter the Song mode to play demo or User songs
(4)   Sequencer Buttons: ● Record Button, Press it to enter the record window
                         ▶/■   Play/Stop Button
The Play/Stop button is used in both Song and Record operations. Please refer to relevant chapters for detailed information.
(5)   COUNT Button: Enter the Count mode to test how fast you can strike
(6)   CLICK Button: Metronome switch and edit
(7)   TEMPO Button: Change metronome tempo
(8)   DATA +/- Knob: Rotate the knob to change data for all operations. The knob is with push switch, when push the knob down, the switch will be on. Press the knob down then rotate it to adjust master volume in the Kit Selection and Song window. Pushing down the knob can function as ENTER button.
(9)   ENTER Button: Confirm your operating
(10) EXIT Button: Exit to the previous window or return to the Kit Selection window
(11) SETUP Button: Enter the Setup mode and set parameters
(12) EDIT Button: Enter the Kit Edit mode and edit parameters
(13) MODE Button: Change Demo playing mode
(14) Pad Select Buttons: Select a pad and its part for edit in the Edit mode. These are dual-function buttons. In the Kit Select mode, they are used for kit quick selection.

SOUND MODULE

BACK PANEL
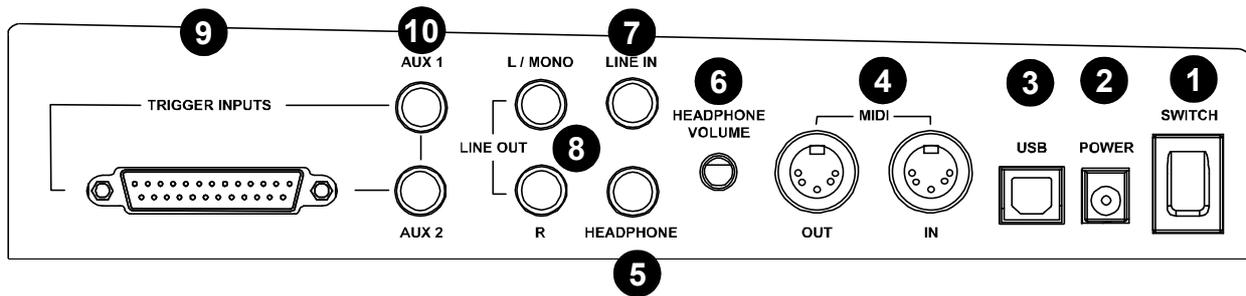
(1) Power Switch: Turn On/Off the sound module
Note: When you turn the power off, do not turn it on immediately. Wait at least five seconds to turn the power on so that the electronic circuits can properly reset.

(2) Power In Jack: Plug in the DC cable of the attached adaptor

(3) USB Jack: The USB connector allows you to connect the drum directly to your computer's USB port. The USB interface is compatible with Windows XP/Vista, Windows 7 and MAC. The computer will recognize the drum as Audio Device. Please see the MIDI & USB chapter of this manual for details

(4) MIDI Jack: MIDI jacks allow communication with other products equipped with MIDI interfaces. Please see the MIDI & USB chapter of this manual for details

(5) Headphone Jack: The drum has stereo headphone jack. You can play in total silence without disturbing others in the room by plugging a set of headphones into the jack.

(6) Headphone Volume Knob: Rotate it to adjust the headphone volume

(7) Line In Jack: Line In stereo audio input jack will mix the supplied signal with the internal drum sound. It can be used to hook up items such as CD players, MP3 player etc.

(8) Line Out Jack: There is no built-in speaker in the drum. Line Out stereo audio output supplies the drum output signal to external amplification, such as home stereo, PA system or other stand alone amplifiers. If you connect with external mono system, use L/MONO output and stereo/mono adapter is recommended.

(9) Pad Trigger Connector: Each pad and Hi-Hat control pedal has labeled cable. All cables are merged into a single connector. Plug in the cable into jack of corresponding component, Then, plug in the connector here.

(10) Expanded Pad Trigger Jack: Plug in the cable of the Tom4 into the AUX1 and the Ride into the AUX2.

TURN ON THE POWER

(1) Adjust volume of external audio device connected with the drum to lower level.
(2) Press the POWER button while don't strike pad or press the Hi-Hat control pedal.
(3) Turn on external devices connected.
(4) Strike pad and adjust the volume to proper level.

PLAYING PADS

All pads have striking force sensitivity feature. Strike the pad harder to make higher volume and strike the pad softer to make lower volume.

Playing Tom Drum

Strike the central position (head) of the pad to make head sound, strike the rim of the pad to make rim sound.

Head   Rim
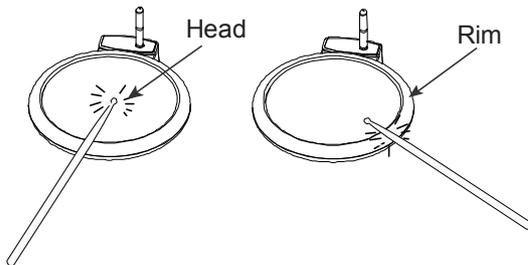
Playing Cymbal

Strike the central position (bow) of the cymbal to make cymbal bow sound, strike the edge of the cymbal to make edge shot sound.

Bow   Edge
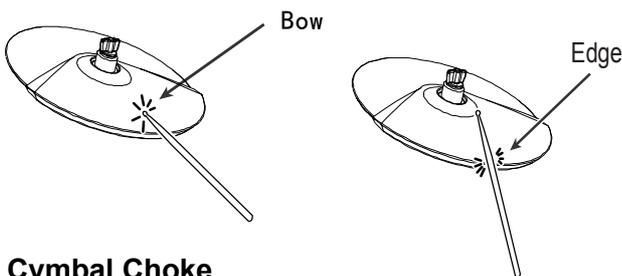
Cymbal Choke

Strike a cymbal, its sound will sustain. Then squeeze the edge portion to mute the sound. Please note that the Hi-Hat has no choke feature.
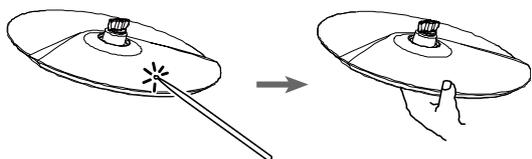
Playing Cymbal Bell

Strike the bell at the large ride cymbal make symbal bell sound.
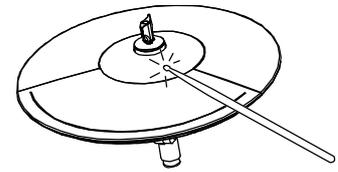
Playing Snare Drum

Strike the central position (head) of the pad to make head sound, strike the rim of the pad to make rim sound. There are two rim portions with different rim sound. Also, there is a mark on the pad to indicate the portion.

Mark
Rim 1
Head   Rim 2
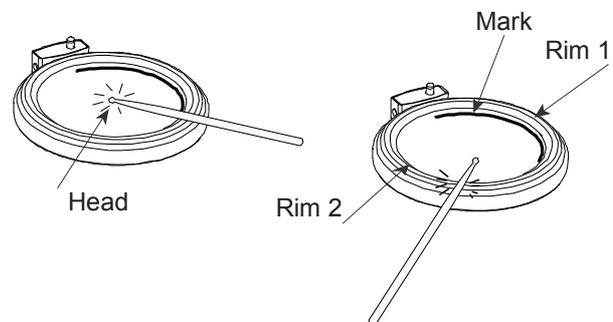
Playing Hi-Hat

(1) Strike the Hi-Hat pad without pressing the Hi-Hat control pedal to make open Hi-Hat sound.
(2) Strike the Hi-Hat pad with fully pressing the Hi-Hat control pedal to make close Hi-Hat sound.
(3) Strike the Hi-Hat pad while pressing the Hi-Hat control pedal gradually to make consecutive open to close Hi-Hat sound.
(4) Press the Hi-Hat pedal down quickly to make Hi-Hat pedal sound.
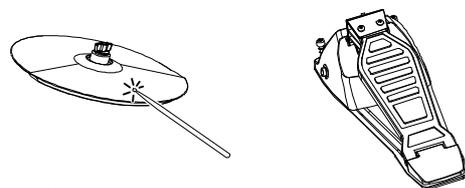
Playing Kick Drum

Press the Kick drum pedal to make kick drum sound.
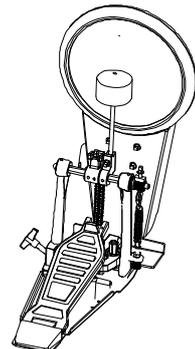
VOLUME CONTROL

MASTER VOLUME

In the Kit and Song window, push the DATA knob to enter the Master Volume control window. The current volume level will be blinking. Rotate the DATA knob to change the master volume ranged 0 - 127. Press the EXIT button, or after about 5 seconds without any adjustment, it will return to the previous window.

```
Master Volume
███████ - 115 -
```

Volume indicator   Master volume
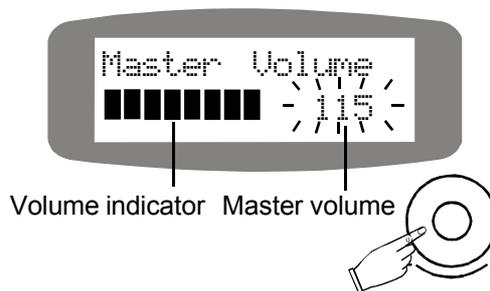
HEADPHONE VOLUME

Adjust the headpnone volume by rotating the HEAD-PHONE VOLUME knob in the back panel.

DRUM KIT

There are 55 preset drum kits and 35 User Kits. The kit is combination of different instrument voice assigned to each pad which has unitary style for performance. All the kits are for your choice. Any kit could be edited and saved as your own User Kit.

After power on and display initial information, it'll enter the kit selection mode automatically while the KIT button indicator will light up. The kit number and its name will be displayed.

In some other operation modes, you may press the KIT button to enter the kit select operation mode.

Kit number

POWER

KIT   01
Standard

Kit name

PRESET KIT

The preset kit number is ranged 01 - 55. Rotate the Data knob to select a kit you desire. Rotate the knob clockwise to increase the kit number and anticlockwise to decrease the kit number. All preset kit number and name are listed in the Appendix KIT LIST.

Note: Normally, striking the drum pad makes single sound. When you play the Tom rim or Kick with Kit 22/23/24/25/26, an additional voice will be added to the basic drum sound. The additional sound is composed in a sequencer for these specific kits. Each time you play the pad, the additional sound will change in sequence.

Kit number

Kit   56
UserKit01

User Kit name

USER KIT

You can create your own user kit by edit function. Click the KIT button repeatedly will switch the Preset Kit and User Kit selection. The User Kit number is 56 - 90; the User Kit name is UserKit01 - UserKit30.

Rotate the Data knob to select an user kit you desire in the same way above.

The factory setting for all User Kits is the same as preset kit 01. You could call them even if you don't create your own user kit. Of course, you could replace it by editing. Please see <EDIT> Chapter in this manual for details.

QUICK SELECTION

In the Kit mode, ten pad selection buttons are defined as quick kit selection buttons. Each one is assigned to a most common use kit. Simply press a button to select kit directly. The default quick selection assignment is listed in the Appendix <KIT LIST>.

After you select a kit, you can assign it to a quick

selection button by pressing and holding down the KIT button then pressing a pad button. **Your assignment is nonvolatile even the power turns off.**

10 EXPAND
9   KICK
8   TOM 3
7   TOM 2
6   TOM 1
5   SNARE
4   RIDE
3   CRASH
2   HI-HAT
1   H. PEDAL
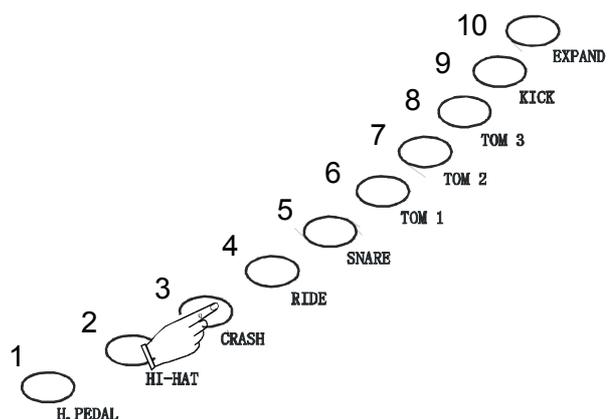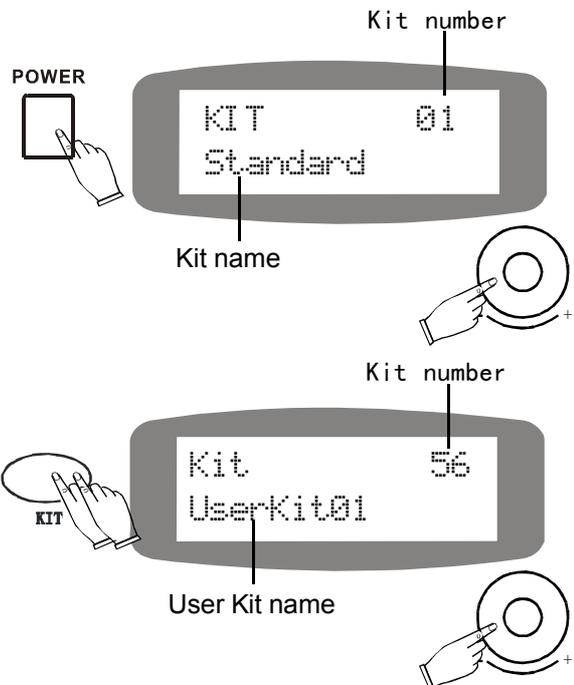
Note: These buttons are dual-function buttons. When use them as quick kit select buttons, the indicator of the EDIT button must be off, Please see <EDIT> Chapter in this manual for details.

SONG

Press the SONG button and its indicator will lights up. The song window will appear. There are two types of song: Demonstration song and User Song which is recorded by yourself.

1. DEMO SONG

(1) Select and Play Demo Song
There are many demo songs built in. The name and number of demo song, playing status, tempo and time signature appear on the display. Rotate the DATE knob to choose a song.
Then press the ▶/■ button to start play; the button indicator lights up.
When the demo song is playing, press the button again to stop the playing, the ▶/■ indicator turns off.

(2) Demo Song Playing Mode
There are four modes to play song:
PLAY 1 - Playing selected song once
REPEAT 1 - Playing selected song repeatedly
PLAY ALL - Play all songs
REPEAT ALL - Playing all songs repeatedly
Press the SONG button twice to enter the play mode window. Rotate the DATE knob to change the playing mode.
The screen will turn back to the previous window automatically after about 3 seconds, or press the EXIT button to exit immediately.

(3) Practice with Demo Song
You may practice your own performance with the demo song.
There are three practice modes for yourchoice:
FULL - When press the ▶/■ button, you will hear complete song
DRUM ONLY - When press the ▶/■ button, you will hear drum sound only. It helps you to get idea how to perform drum.
DRUM MUTE - When press the ▶/■ button, you will hear background music without drum sound. Then, you can play drums by yourself.
Press the MODE button repeatedly to change the practice mode.
The screen will turn back to the previous window automatically after about 3 seconds, or press the EXIT button to exit immediately.

Tip: Volume of drum and background music is adjustable. Please refer to the Chapter <SETUP> for more information.

Playing status   Tempo   Time Signature

```
SONG ■ 100 2/4
01  Baiao  De2
```

Demo Song Number   Song Name

Playing status   Tempo   Time Signature

```
SONG ▶ 102 4/4
28  TangoDance
```

Demo Song Number   Song Name

```
PLAY MODE
-PLAY ALL-
```
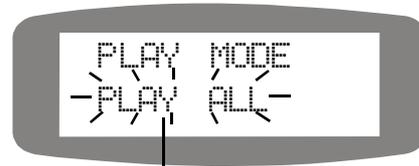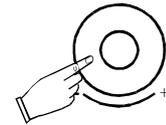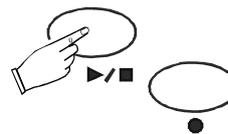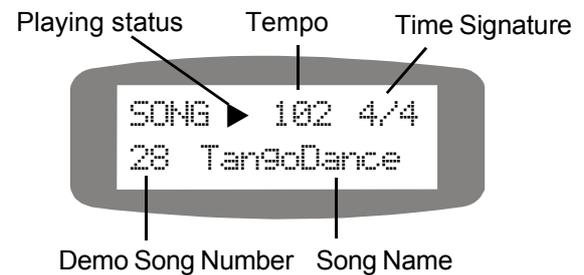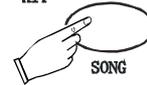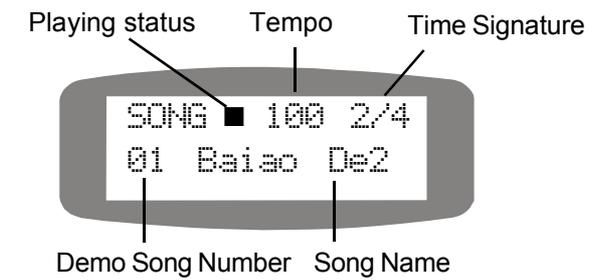
The current playing mode

```
PLAY PART
-DRUM MUTE-
```

The current practice mode

10
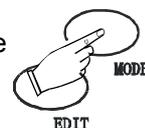
2. USER SONG

You can record your performance and save it as User song. When select song by the DATE knob, after the last preset demo song, the next song followed will be the first User song. HD-010C can record 15 User songs.

Tip: You may rotate the the DATE knob anticlockwise to reach User Song faster.

The display will show song name and playing status. If there is no user song recorded, it will show "*Free*".

The way of the User song playing is the same as Demo song playing. The playing mode is also available for User song.

Playing status
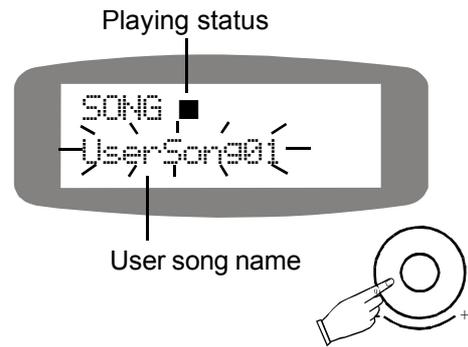
User song name

1. METRONOME

Press the CLICK button to switch the metronome On/Off while the current tempo, time signature and On/Off status will be displayed. After about 5 seconds, this window will exit automatically.

Tempo Time signature

```
CLICK  096  4/4
              ON
```

On/Off status

In the metronome window, press the ENTER button or push down the Date knob to enter the metronome setting window. There are 3 parameters can be edited, they are metronome volume, time signature and metronome sound. Rotate the DATA knob to choose a parameter to edit then press the [ENTER] to confirm. The parameters are listed below.

NOTE: **Push the Data knob as a button can implement the same function as press the ENTER button in many occasions. This is an easier way to enter your setting. In this manual, press the [ENTER] means press either the ENTER button or the DATA knob.**

```
CLICK
VOLUME
```

Parameter

ENTER

Rotate the DATA knob to change the setting as listed below. Press the EXIT button to exit the and back to the metronome parameter select window; press the EXIT button again to exit the metronome window.

```
CLICK
VOLUME    102
```

Parameter   Setting

EXIT

ENTER

Metronome Parameters:
VOLUME - Metronome volume ranged 0 - 127, the default setting is 100
TIME SIGNATURE - 1-12/2, 1-12/4, 1-12/8, 1-12/16, The default setting is 4/4
SOUND - Metronome sound, ENG represents English, CHN represents Chinese, MET represents click sound. The default setting is MET

2. TEMPO

Press the TEMPO button, the current tempo value will blink. Rotate the DATA knob to change the tempo ranged 40 - 260. The default is 96.

After about 3 seconds, it will return to the previous window automatically.

```
TEMPO     096
```

CLICK

TEMPO
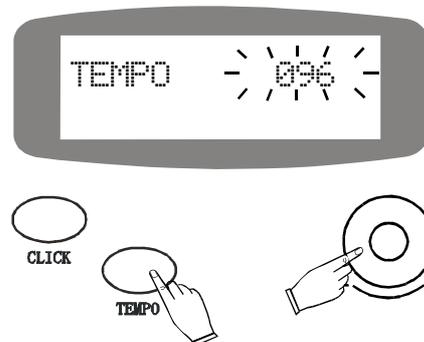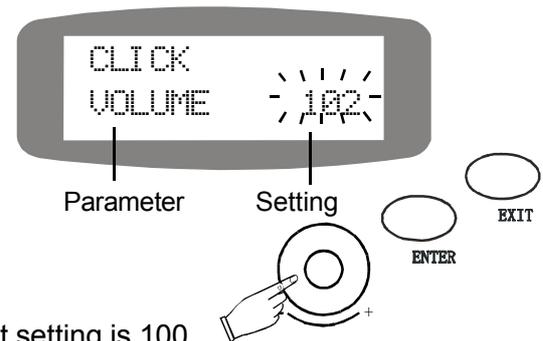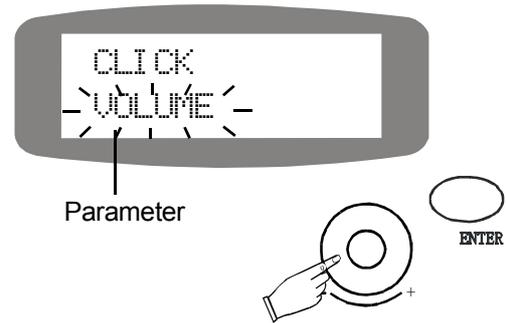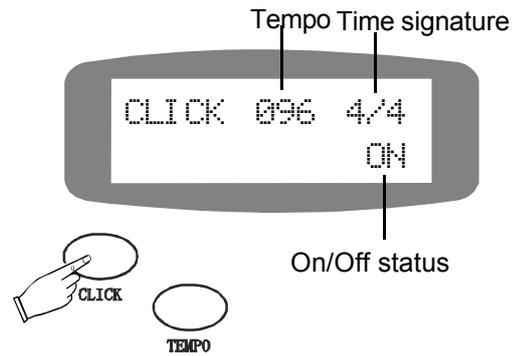
DRUM KIT EDIT

A drum kit consists of drum pads, cymbals pads and Hi-Hat pedal physically, which generate sound in different way such as by striking head or rim of drum pad, striking cymbal bow or edge, pressing Hi-Hat pedal. We call the source to generate sound as Part, for example, the part generating sound by striking the head of Tom 1 pad is displayed on the screen as Tom1, the part generating sound by Hi-Hat control pedal is displayed on the screen as Pedal Hi-Hat etc. The detailed description is listed in Table 1 below.

Each part has multi parameters to determine its sound characteristics such as voice, volume, reverb level and pan etc. These parameters are listed In Table 2.

Table 1

Tom1 - Head of Tom1	Crash - Head of Crash
Tom1-R - Rim of Tom1	Crash-R - Edge of Crash
Tom2 - Head of Tom2	Ride - Head of Ride
Tom2-R - Rim of Tom2	Ride-R - Edge of Ride
Tom3 - Head of Tom3	Ride-B - Bell of Ride
Tom3-R - Rim of Tom3	Open HiHat - Hi-Hat open
Tom4 - Head of expended Tom	Close HiHat - Hi-Hat close
Tom4-R - Rim of expended Tom	Pedal HiHat - Hi-Hat Pedal
Snare-R1 - Rim1 of Snare	Kick - Kick
Snare-R2 - Rim2 of Snare	Crash2 - Head of expended Crash
Snare - Head of Snare	Crash2-R - Edge of expended Crash

The edit feature is to set parameter for each part, partly or for all parts in a kit. Obviously, assigning voice to the part is most impotant function. This drum has totally 492 voices can be select and assigned with this function.

This feature makes it possible to change the currently selected drum kit setting. In this way, you may create your own drum kit and save it as UserKit.

The edit procedure is the same for every parameter, after you are familiar with the operation of voice assignment; it'll be easy to edit other parameters.

The following section is the edit procedure taking example how to change voice for a pad.

1. Select kit for editing

Select a kit for editing in the same way explained in the DRUM KIT chapter. The display shows the kit number and kit name.
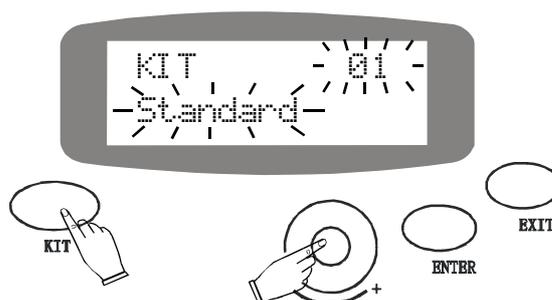
2. Enter the Edit Mode
Press EDIT button to engage the edit mode. The indicator will light up.

3. Select part to edit
Press a pad selection button to select a pad. Some pads have two or more parts, for example, the snare have head, rim1 and rim2 parts. The default part for a pad is head or bow.

Press the pad selection button repeatedly and the part will switch within valid parts one by one. For example, press the SNARE button once, the part is Snare (Head); press the SNARE button twice, the part changes to Snare-R1; press the SNARE button again, the part will change to Snare-R2. The part name will apear on the first row of the display. Please refer to Table 1 for details.

! *Note:*   Use the EXPAND button to select Tom4 and the Ride. Press the EXPAND button repeatedly, the part name will change one by one until the part you desire appears. Please refer to Table 1 for details.

Or, simply strike the proper portion of a pad with normal strenth to select the part directly. Select the Hi-Hat control pedal by pressing it down to the bottom.

4. Select parameter to edit
The current parameter is blinking. Rotate the Data knob to select a parameter to edit. In this example, select VOICE.
Press the ENTER button or push down the Date knob to confirm you choice. The current value/contents of this parameter will blink.

NOTE: **Push the Data knob as a button can implement the same function as press the ENTER button in many occasions. This is an easier way to enter your setting. In this manual, press the [ENTER] means press either the ENTER button or the DATA knob.**

Edit Mode

MODE

EDIT

Part Name (Snare head)

Snare
VOICE

TOM 1

SNARE

Part Name (Tom4 Rim)

Tom4-R
VOICE

EXPAND

KICK

Part Name (Snare Rim2)

Snare-R2
VOICE

Parameter name

TOM 1

SNARE

Snare pad

Part Name (Snare Rim2)

Snare-R2
VOICE Snare 1

Parameter to edit

EXIT

ENTER
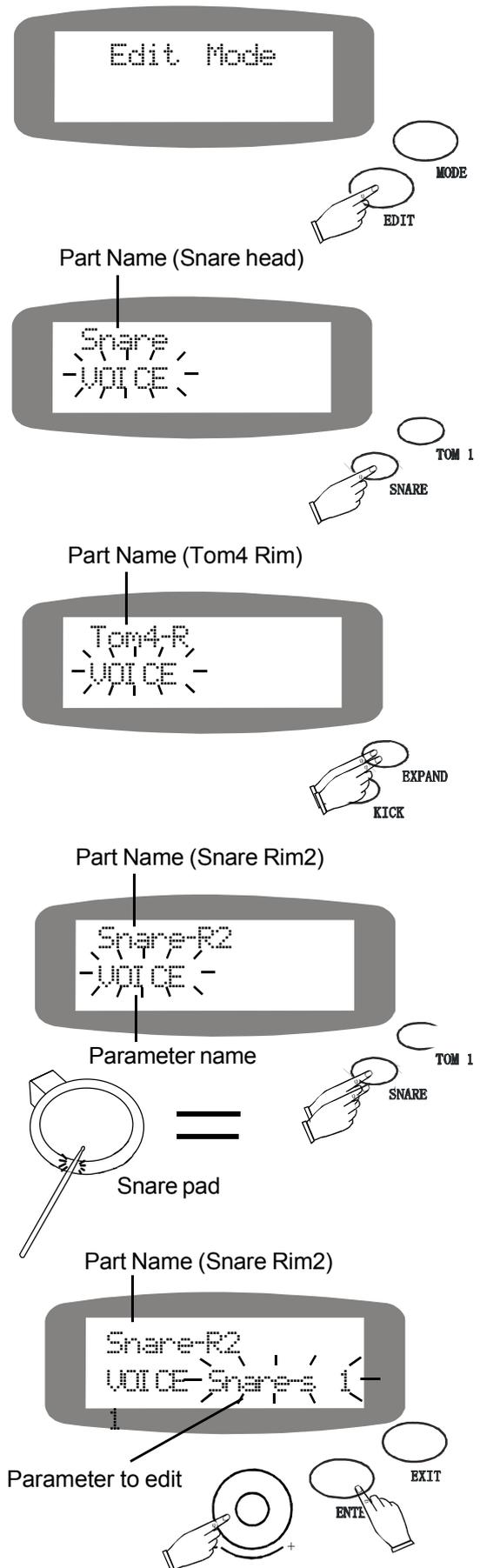
5. Edit the parameter
Rotate the Data knob to change value/contents of the parameter. In this example, you'll change voice assigned to Snare-R2. Any parameter has its own range to set. For example, there are 492 voices can be selected to assign to a part, referring to Appendix VOICE LIST.

Note: When you edit the voice for the Tom rim or Kick with Kit 22/23/24/25/26, the additional voice in the sequencer will not be changed.

Part Name (Rim2 for Snare)

Snare-R2
VOICE Snare-S 2

Parameter name   parameter

6. Edit another parameter or part
Now, the first parameter (the VOICE in this example) editing for a selected part is finished. You may continue to edit other parameters for this part or change part to edit.

Part Name (Rim2 for Snare)

Snare-R2
VOLUME 110

Parameter to edit
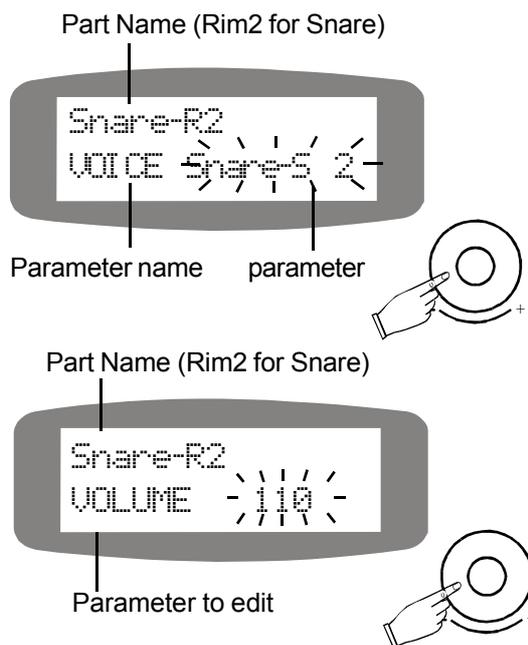
(1) Edit other parameter in the current part
Press the EXIT button, the screen will back to the parametr selection window with the parameter name blinking. Then, select a part by rotating the DATA knob. Then, edit parameters in the same way above.

Parameters can be edited are listed below:

Table 2

PARAMETER	DESCRIPTION	EDIT RANGE
VOICE	Voice assigned to the part	1 – 492
VOLUME	Volume of the part	0~127, 127 refers to the highest volume
PAN	Stereo pan of the part	-64~63, 0 refers to centre position, -64 to the most left and 63 to the most right position
PITCH	Pitch of the part	-10~10, 0 refers to standard pitch, -10 to the lowest and 10to the highest pitch
REVERB	Reverb effect level of the part	0~127, 127 refers to the highest level

(2) Edit another part
Press the one of the pad selection button and its indicator will light up. The part name will display on the screen. The current parameter to edit will keep no change. In this way, you could edit the same parameter (it is Voice in this example) for each part. Press the same button repeatedly to switch to another part, if necessary.
Or, simply strike the proper portion in the real pad to select the part directly.
The drum kit still keeps no change in all operations above.

7. Complete the edit

After finish all editing for the current drum kit, no matter single or multiple part/parameter, you can terminate the edit.

Press the EXIT button repeatedly until "Save Setups to " on the screen. Then, you have two choices:

(1) Save edited drum kit as your own user kit: Rotate the Date knob to select an user kit number ranged 56 UserKit 01 to 90 UserKit 35. Press [ENTE] to confirm. The edited results are saved as desired User kit then exit the edit mode and return to the Kit window.

The user kit setting is nonvolatile even the power turns off.

(2) Press the EXIT button to exit the edit mode and return to the Kit window. All the edited results will be discarded.


```
Save Setups to
56 UserKit01
```



```
Save Setups to
58 UserKit03
```

Select a User kit to save your edit results
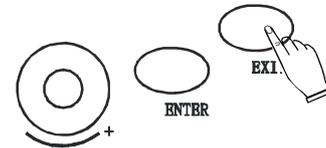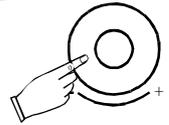
STRIKING COUNT

This feature allows you to test how fast you can strike pad. Press the COUNT button to enter the striking count window.

The examination time could be 1 minute, 2 minutes or 3 minutes. Rotate the DATE knob to select time.

The count will start as soon as you strike any pad. Count and remaining time will be displayed on screen. When time is over, You'll hear reminding sound for about one second and the remaining time is 0. Then you can check the results.

Press the EXIT button to exit this function.

```
COUNT
Time      2Min
```

Examination time

COUNT

CLICK

```
COUNT
1:50      100
```

Remaining time   Striking count

EXIT
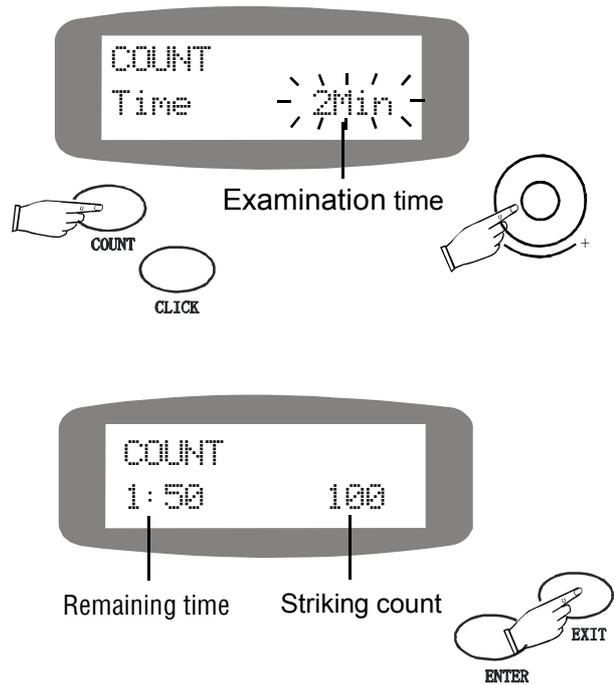
ENTER

Press the SETUP button to enter the setup mode and its indicator lights up. The Setup window will appear with the item to be setup and its current value. The item name will blink. Rotate the DATA knob to select one of the 8 items below, press the [ENTER] to confirm. The item name will stop blink and its parameter value will start blink. Then, you can change parameter value.

Press the [ENTER] to confirmyour setting and turn to the next item, or press the EXIT button to cancel the setting and back to the item selection window.

In the SETUP item selection window, press the EXIT button to turn to the Kit window..

1 Accompaniment Volume
When play demo song, you'll hear percussion perfor-mance accompanied by background music. The pa-rameter for the accompaniment volume is BACK VOLUME. Rotate the DATE knob to change the vol-ume ranged 0 - 24.

2. Percussion Volume for Demo Playing
When play demo song, the parameter for the volume of percussion section performance is KIT VOLUME. Rotate the DATE knob to change the volume ranged 0 - 24.

3. Master Tune
This parameter affects sound pitch globally. In the "MASTER TUNE window, Rotate the DATE knob to change the master tuning ranged -50 - 50. 0 refers to standard 440 Hz frequency for A4 note.

4. Count Sensitivity
The parameter for the sensitivity of the striking count test is COUNT SENS. Rotate the DATE knob to change the sensitivity ranged 0 - 24. It is suggested to set the sensitivity lower than your normal performance.

5. Local
When Local is On, you can hear sound by headphone or external speaker. When it is Off, built-in sound en-gine is turned off; therefore you cannot hear sound but the drum transmits MIDI message of your playing. Rotate the DATE knob to switch On/Off status. The default setting is On.

SETUP
BACK VOLUME 14

Parameter name
ENTER

SETUP
BACK VOLUME 16

Change the volume
EXIT

SETUP
KIT VOLUME 18

Change the volume
EXIT

SETUP
MASTER TUNE 00

Change the tuning
EXIT

SETUP
COUNT SENS 16

Chang the count sensitivity
EXIT

SETUP
LOCAL On

Local status
EXIT
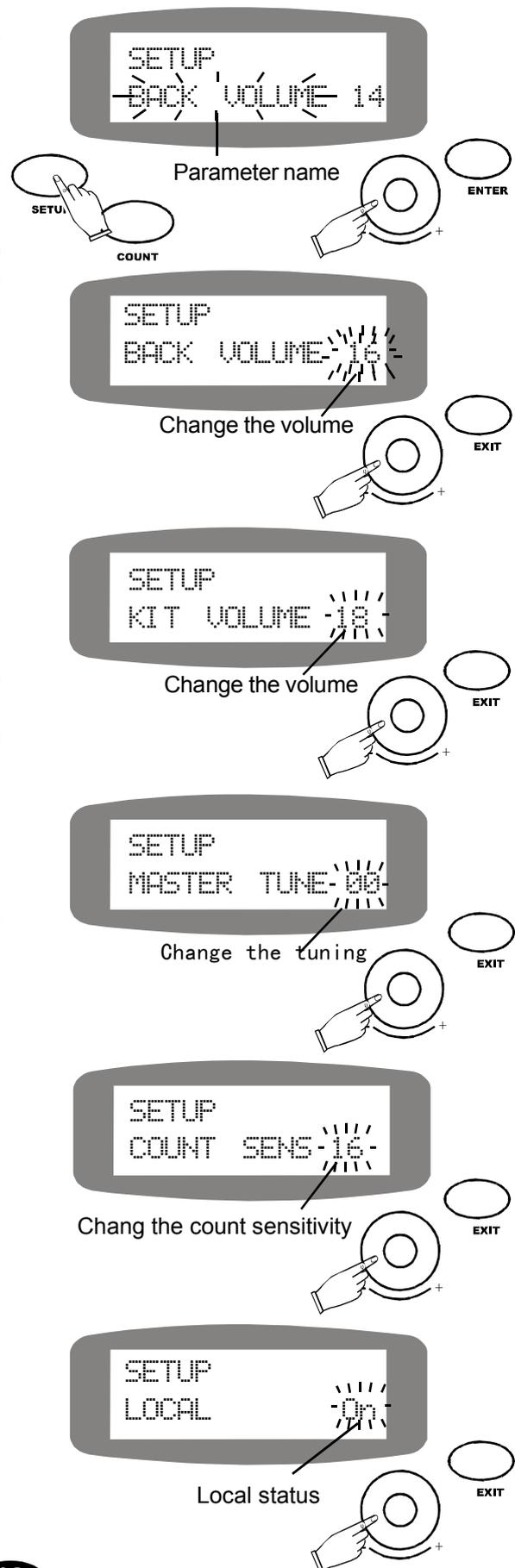
6. Equalizer

Tone of the drum can be adjusted globally by built-in Equalizer. There are 10 types of preset equalizer listed below.The parameter for select the equalizer type is EQ. Rotate the DATE knob to change the type code of the equalizer ranged 1 - 10.

```
SETUP
EQUALIZER  -004
```

Change equalizer type
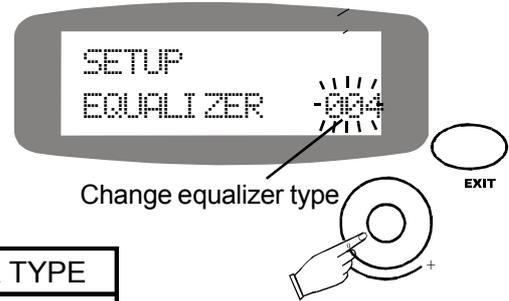
EXIT

No.	EQUALIZER TYPE	No.	EQUALIZER TYPE
1	Normal 1	6	Bright Mid
2	Normal 2	7	Bright
3	Bass Boost	8	Bright High
4	Bass Mid	9	Moderate 2
5	Moderate	10	Bright Mid 2

Press the EXIT button to turn back to the item selection window.

7. Advanced Parameter Setup

Chapter DRUM KIT EDIT introduces the sound edit procedure. The purpose of the sound edit is to change sound characteristics such as voice, volume, pan etc. The objects of advanced parameter edit are physical characteristics of pad such as sensitivity, trigger curve etc.

Any parameter is assigned for each pad individually. You must select a pad to edit. The default pad is Tom1. You can select pad to setup by pressing the pad select button or striking the pad directly.

Note:

1. There is no alternative part such as rim, edge can be selected. It is different from part selection procedure in DRUM KIT EDIT. Also, you can select pad by hitting any part of the pad.
2. The procedure of the Hi-Hat control pedal setting is introduced in **Hi-Hat Pedal Setting** section separately.

After ADVANCED item is selected by the DATA knob and press the [ENTER] to confirm, you can select pad to setup by pressing the pad select button or striking the pad directly.

Pad name

```
Snare
ADVANCED
```

Advanced Mode

Press the [ENTER] to confirm your pad selection. The advanced parameter will appear and blink.The default parameter is Sensitivity.

Pad name

```
Snare ADVANCED
Sensitivity
```

Rotate the DATA knob to select parameter. Press the [ENTER] to confirm. Its current value will appear and blink. Then, edit the parameter value by rotating the DATA knob. Press the [ENTER] to confirm your setting and turn to the next parameter. Press the EXIT button to give up current operation and back to Advanced parameter select window.

Parameter name

EXIT

ENTER
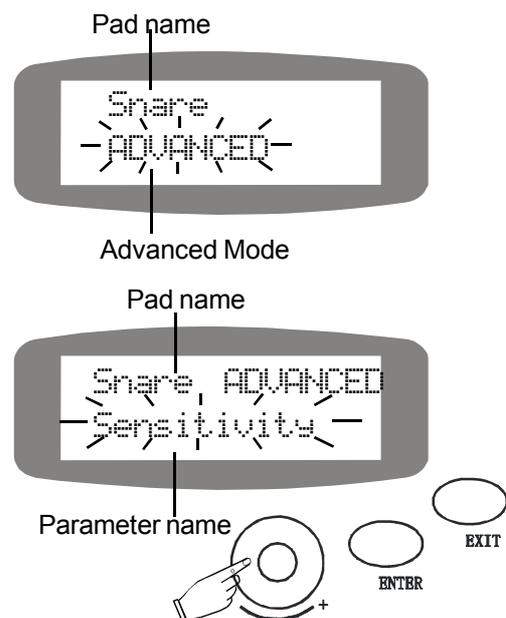
Tip: You can try setting results in real time.

19

Pad name

```
Snare ADVANCED
Sensitivity-50-
```

Parameter name   Parameter value

EXIT

ENTER

There are 4 advanced parameters can be setup in the way described above.

Sensitivity

The pad sensitivity is ranged 1-127. Rotate the DATA knob to change it. The higher value represents the higher sensitivity. Please note that if the sensitivity is too high, it'll cause unexpected sound even if you don't strike the pad.

```
Snare ADVANCED
Sensitivity-50-
```

Headroom

This feature allows you to set playing strength for reaching the maximum volume, to accommodate your personal taste of performance. Strike the pad with strength, with which you want to get the maximum volume.The value will appear automatically per your striking, the Max. value is 127.

```
Snare ADVANCED
Headroom    -64-
```

Trigger Curve

The trigger curve refers to how trigger signal's dynamic response relates to your pad striking. This feature allows you select a proper curve from 6 preset curves to control the relation between the striking strength and volume change. Change the curve until the response feels as natural as possible.
Rotate the DATA knob to choose a curve. The corves you may select are Linear, Exp1, Exp2, Log1, Log2 and Spline. The default curve is Linear.

```
Snare ADVANCED
Trigger -LINEAR-
```
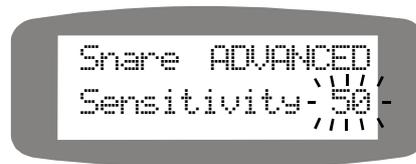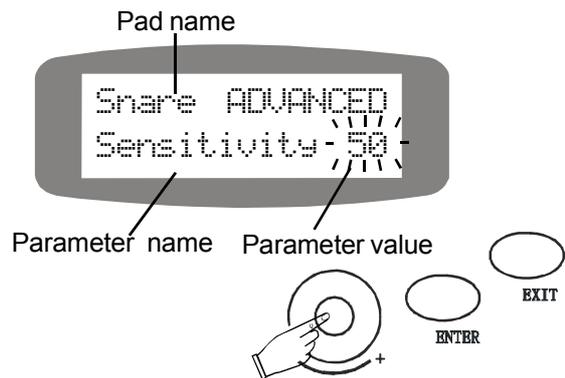
Diagram of 4 types of the curve

Volume↑ → Strength	Volume↑ → Strength	Volume↑ → Strength	Volume↑ → Strength
Linear	Exp	Log	Spline
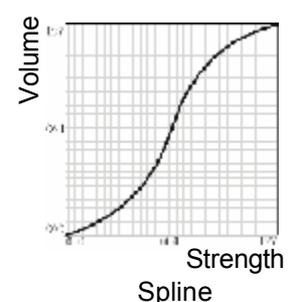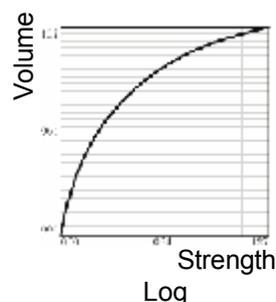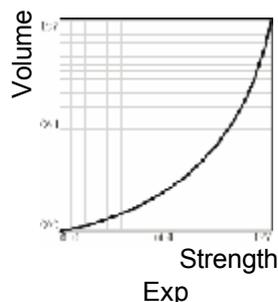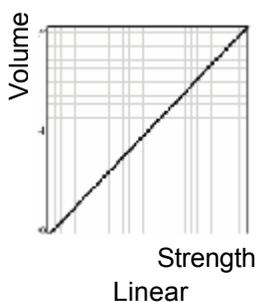
Cross Talk

When strike a pad, other pad(s) may sound occasionally. It is called cross talk. This feature allows you to eliminate the cross interference among the pads. The pad desplayed in the first row of the screen is source of the cross talk which cross-fire other pad(s), i.e. when strike this pad, other pad(s) will sound. This pad is that you selected for setup. The procedure of eliminating the cross talk is:

Source pad of Xtalking

```
Snare  ADVANCED
Xtalk  TOM1  000
```

Pad affected by Xtalking   Xtalking coefficient

- Select a pad which is affected by cross talking by pressing a pad select button or strike a pad with middle strenth.

- Rotate the DATA knob to change the cross talk coefficient ranged 0 - 127. The larger value will reduce unexpected cross talking sound, but too large value will cause sound missing. You should balance it carefully.

- Press the [ENTER] to confirm your setting. The display will stay on the Cross Talk setting for the current source pad. You could select another pad which is also affected by the current pad and continue your setting.

- Press the EXIT button to exit current operation and back to Advanced parameter select window.
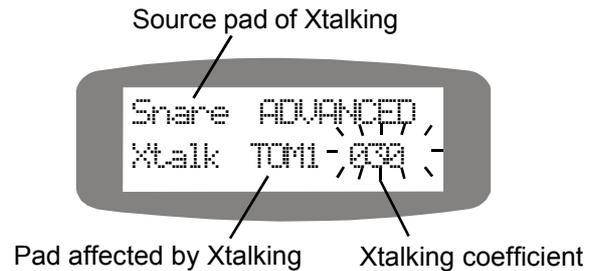
Hi-Hat Pedal Setting

Strike the Hi-Hat pad without pressing the Hi-Hat control pedal to make open Hi-Hat sound (voice No. 286 - 304).

The Hi-Hat pedal has two zones of sound control, which is divided by Close Threshold point. Strike the Hi-Hat pad while pressing the Hi-Hat control pedal gradually to make consecutive open to close Hi-Hat sound when pedal pressing position is higher than closs threshold. When pedal position is lower than close threshold, striking the Hi-Hat pad makes close Hi-Hat sound (voice No. 249 - 285).

When press the pedal quickly and reach the pedal threshold point, it'll make Hi-Hat pedal sound (voice No. 305 - 316) even don't strike the Hi-Hat pad. The pressing pedal is quicker, the volume is higher. This bottom position is called Pedal Threshold.

The scale of Hi-Hat pedal movement is 0 - 127. The top position of the pedal is defines as 127 and bottom is 0.

This feature allows you to set thresholds per your comfortable pressing strength.

Hi-Hat Pedal setup

```
PEDAL  ADVANCED
Close  THR   48
```

Close THR value

The Hi-Hat pedal setting is different from other pads. When select Sensitivity paramete, press the H.PEDAL button, the pad name will be Pedal. The first parameter is Closs THR and its current closs threshold value will be shown and blinking.
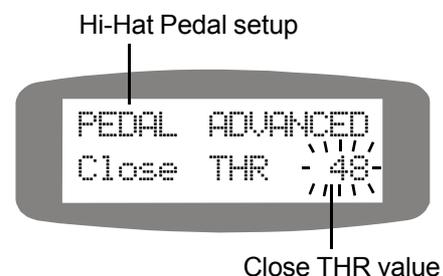
Then, press the pedal to position you desire as closs threshold while the real threshold value will be shown and blinking.
Press the ENTER button to confirm and turn to the bottom threshold setting; the parameter is Pedal THR.

Then, set the Pedal threshold in the same way above.

Press the ENTER button to confirm.
Press the EXIT button to exit current operation and back to Advanced parameter select window.

Hi-Hat Pedal setup

```
PEDAL  ADVANCED
Pedal  THR  -30-
```

Pedal THR value
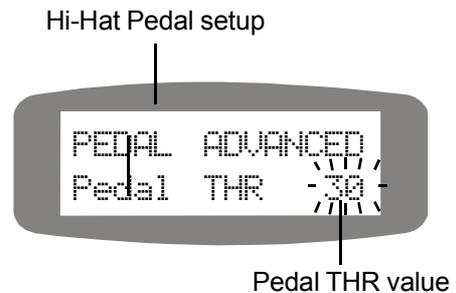
In the Advanced parameter select window, press the EXIT button to back to the SETUP item selection window. If you did some changes during the Advanced setting, the changes will be saved automatically. The display will say "Saving...".
The settings saved is nonvolatile even the power turns off.

8. Reset

After setup, kit editing and recording, all of changes are saved in the unit. This feature allows you to re-cover the factory settings.

Select PARAMETER RESET in the SETUP param-eter selection window then press [ENTER]. The reset window will appear.

There are four reset modes:

Kits - Reset sound parameters in all User kits which changed during the kit editing.

Parameter - Reset changes in Setup operation, ex-cept Advanced setting

UserSong - Erase all songs recorded by user

All - Besides reset all items above, it also reset physi-cal parameters changed during the Advanced setting.

Rotate the DATA knob to select mode then press [ENTER]. The dialog screen will appear.

Press the ENTER button to confirm or press the EXIT button to cancel the reset operation and back to the Advanced parameter select window.

Select Reset type

NOTE: Don not strike any pad after press the EN-TER button until the KIT indicator lights up. It needs couple of second.
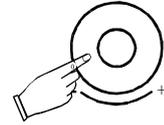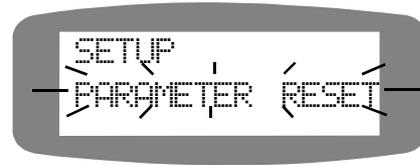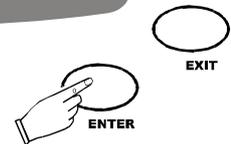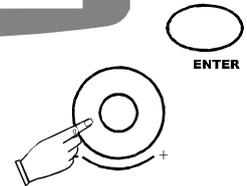
In the Reset mode selection window, press the EXIT button to back to the Advanced parameter select window.

In the Advanced parameter select window, press the EXIT button to turn to the SETUP item select window.

Press the ● button to enter the record window. The ● indicator will blink and the current tempo, time signature and record status are shown on the screen. Now, it is ready for recording. You may start record right now by pressing the ▶/■ button. Or, you could make necessary setup for your record. If you want to start record with the current setting, please skip the step 1 "Preparing".

1. Preparing

As soon as you rotate the DATA knob, setup item will appear and blink. Roate the DATA knob to select item you want to setup, then press the [ENTER] to confirm. The value of the parameter will blink. Items can be setup are as follws.

(1) TEMPO - It is the tempo for recording ranged 20 - 260. Rotate the DATA knob to change it.

(2) P-TEMPO - It is the tempo for playing back your recording ranged 20 - 260. It makes it possible that play with slower speed when recording and playback with faster tempo. Rotate the DATA knob to change it.

(3) TIME-SIG - The time signature for the metronome. Rotate the DATE knob to choose one you desire. Please refer to the <METRONOME> chapter of this manual.

(4) M-SOUND - The metronome sound. Rotate the DATE knob to choose one you desire. Please refer to the <METRONOME> chapter in this manual.

(5) METRO - Metronome On or Off during the record. Rotate the DATE knob to switch On and Off.

Tip: If you don't need to set some items, simply press the [ENTER] to jump to the next item.

After seting, press the EXIT button to back to the pre-paring window. Press the EXIT button again to the record window. You can start record under both windows.

2. Record
Press the ▶/■ button to start record. The ● indicator will stop blinking and keep lighting.
After 4 beats count-in, the record starts immediately, no matter you start play or not. The record measure count will appear on the display. Also, the current beat in the measure will be displayed with numbers of "----" mark.

Record status

REC. ■ 096 4/4

Tempo Time signature

▶/■

REC. ■ 096 4/4
-TEMPO- 96

Select Item

REC. ■ 096 4/4
TEMPO -120-

Set the value

Record status

REC. ● 120 4/4
001_____

Measure Beat

▶/■
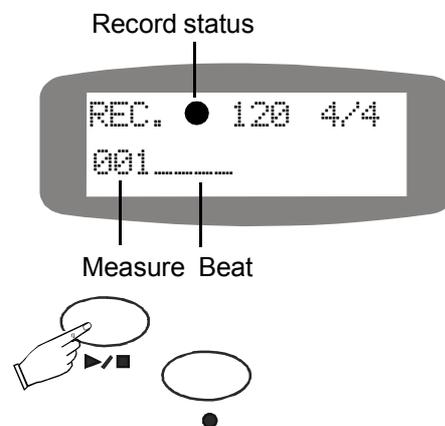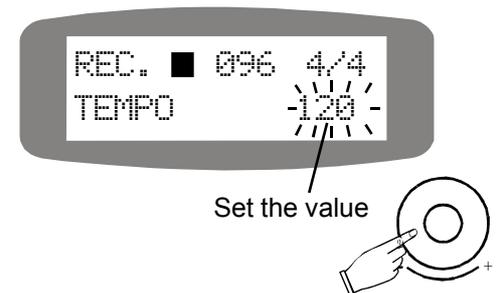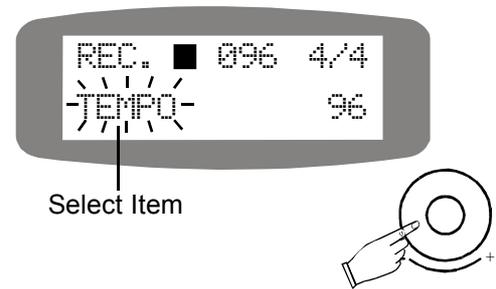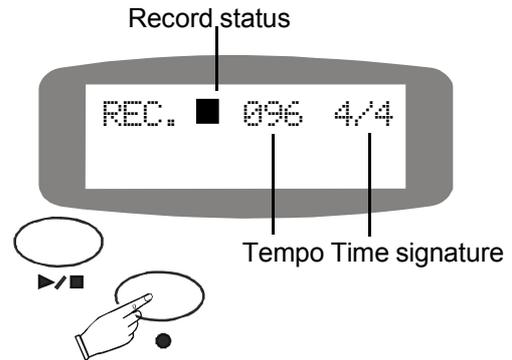
Press the ▶/■ button again to stop the recording. The screen will go to the save window. The Max measure can be recorded is 255, When the measure counter reaches the Max, the screen also goes to the save window.
In the save window, a song name for saving your record will blink. You may rotate the DATE knob to choose song name. Press the [ENTER] to save recorded song, press the EXIT button to turn to the Kit window without saving.

Save the Song
UserSong01

Song name for saving the record

If the song name was already used for the previous recording, it'll ask you do you want to replace it with the new recording? Press the [ENTER] to save it the turn to the Kit window, or press the EXIT button to back to the previous window for selecting another song name.

HD-010C can record 15 User songs.

Cover UserSong?
[ENTER]or[exit]

3. Play back User Song

In the saving window, press the ▶/■ button to playback your recording. Press the ▶/■ button again to stop the playback.

In the Song window, you could also select recorded user song to playback. Please refer to the <SONG> chapter in this Manual.

4. Erase User Song
Press the SONG button to enter the Song window. Select a recorded User song then press the [ENTER] to enter the User Song Delete window. The User Song name will blink. Press the [ENTER] to erase the song and "Free" will appear to indicate that this song is erased successfully.
Or, press the EXIT button to cancel the delete operation and turn to the Kit window.

Delete User Song
UserSong01

The User Song will be erased

The User Song is erased

SONG   *Free*
UserSong01

25
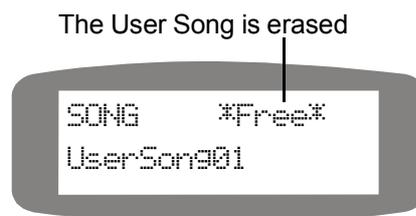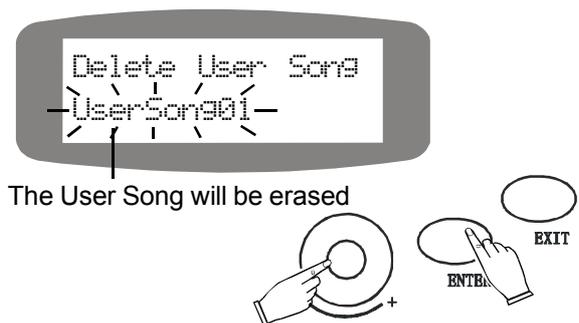
MIDI & USB

MIDI refers to Musical Instrument Digital Interface. This is a world wide standard communication interface that enables electronic musical instruments and computers to communicate each other so that musical message can pass between them. This exchange of information makes it possible to create a system of MIDI instruments and devices that offers far greater versatility and control than is available with isolated instruments. Whether you interface with computers, sequencers, expanders or other equipment your musical horizons will be greatly enhanced. For instance, you can edit your playing in computer or playback MIDI song from computer while play the drum.

MIDI - The MIDI connector allows you to connect the drum directly to another MIDI divice.

1. **MIDI In**: This terminal receives MIDI data from an external MIDI device.

2. **MIDI Out**: This terminal transmits data from this instrument to other MIDI devices. The transmitted data includes the note and touch velocity produced while playing on the drum, as well as voice changes and recorded playback. Demo songs not transmitted.
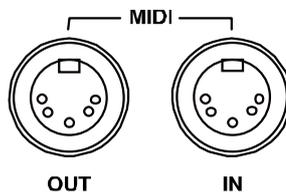
USB - The USB connector allows you to connect the drum directly to your computer. It can connected without driver installation under the Windows XP, Windows Vista, Windows 7 & MAC OSX environment. The drum will be recognized as USB Audio device to receive and transmit the same MIDI messages described above.

MIDI APPLICATION CHART

Function	Transmitted	Recognized	Remarks
Basic Channel	10	1-16	
Note Number	0-127	0-127	
Velocity: Note ON	1-127	1-127	
Note OFF	64	0-127	
Major Controls: B9h 04h xxh Bxh 79h 00h Bxh 7Bh 00h	 Yes Yes Yes	 X Yes Yes	 Hi-Hat pedal control Reset All Controller All Notes OFF
Program Change	X	Yes *	
System Exclusive	Yes	Yes **	
RPN	X **	Yes **	
NRPN	Yes	Yes **	

* Chanel 10 supports Bank 0 only

** If you need detailed information about Exclusive, RPN and NRPN, please contact your vender

**Note**: Transmited note through chanel 10 for each pad if fixed as below:

PAD	NOTE	PAD	NOTE
Tom1	48	Crash2	57
Tom1 Rim	62	Crash2 Edge	52
Tom2	45	Ride	51
Tom2 Rim	63	Ride Edge	59
Tom3	41	Ride Bell	53
Tom3 Rim	64	Hi-Hat Open	46
Tom4	43	Hi-Hat Close	42
Tom4 Rim	76	Hi-Hat Pedal	44
Snare	38	Kick	36
Snare Rim1	37	Ride Mute	6
Snare Rim2	40	Crash Mute	7
Crash	55	Crash2 Mute	5
Crash Edge	49		

1	Standard		31	Bloom		U06	UserKit06
2	Rock		32	Power Jazz		U07	UserKit07
3	Jazz		33	Pop Rock		U08	UserKit08
4	Wood DJ		34	Boxer		U09	UserKit09
5	HipHop		35	Moby		U10	UserKit10
6	Sand Bag		36	Pop Blue		U11	UserKit11
7	B-Box		37	Walker		U12	UserKit12
8	1-std Drum		38	Joy		U13	UserKit13
9	Room Drum		39	Comet		U14	UserKit14
10	Chinese		40	BrushDrum		U15	UserKit15
11	Funky		41	Pop Brush		U16	UserKit16
12	2-std Drum		42	Asian		U17	UserKit17
13	DoubleBass		43	Run		U18	UserKit18
14	E-Drum		44	Largeamb		U19	UserKit19
15	BigLud		45	Slap		U20	UserKit20
16	Mass		46	MotoDrum1		U21	UserKit21
17	POWlay		47	MotoDrum2		U22	UserKit22
18	March		48	OrcDrum		U23	UserKit23
19	Jama		49	MadDrum		U24	UserKit24
20	Latin		50	Power Roll		U25	UserKit25
21	Who		51	Brtap		U26	UserKit26
22	JoJo		52	DcBass		U27	UserKit27
23	Real Drum		53	E-Box		U28	UserKit28
24	Elec Drum		54	LudNa		U29	UserKit29
25	TR808 Drum		55	Elec DJ		U30	UserKit30
26	TexBlues		U01	UserKit01		U31	UserKit31
27	TR909 Drum		U02	UserKit02		U32	UserKit32
28	PennyRo		U03	UserKit03		U33	UserKit33
29	Power Elec		U04	UserKit04		U34	UserKit34
30	Crush		U05	UserKit05		U35	UserKit35

QUICK SELECTION BUTTON No.	KIT No.	KIT NAME
1	1	Standard
2	9	Room Drum
3	12	2-std Drum
4	15	BigLud
5	23	Real Drum
6	25	TR808 Drum
7	36	Pop Blue
8	37	Walker
9	49	Mad Drum
10	50	Power Roll

Note: Default assignment for all User Kits is Standard

No.	Name	No.	Name	No.	Name	No.	Name
1	GM1	46	GM46	91	Snare-S 12	136	Tom-Fl 6
2	GM2	47	GM47	92	Snare-S 13	137	Tom-Fl 7
3	GM3	48	GM48	93	Snare-S 14	138	Tom-Fl 8
4	GM4	49	GM49	94	Snare-S 15	139	Tom-Fl 9
5	GM5	50	GM50	95	Snare-S 16	140	Tom-Fl 10
6	GM6	51	GM51	96	Snare 1	141	Tom-Fl 11
7	GM7	52	GM52	97	Snare 2	142	Tom-Fl 12
8	GM8	53	GM53	98	Snare 3	143	Tom-Fl 13
9	GM9	54	GM54	99	Snare 4	144	Tom-Fl 14
10	GM10	55	GM55	100	Snare 5	145	Tom-Fl 15
11	GM11	56	GM56	101	Snare 6	146	Tom-Fl 16
12	GM12	57	GM57	102	Snare 7	147	Tom-Fl 17
13	GM13	58	GM58	103	Snare 8	148	Tom-Fl-R1
14	GM14	59	GM59	104	Snare 9	149	Tom-Fl-R2
15	GM15	60	GM60	105	Snare 10	150	Tom-Fl-R3
16	GM16	61	GM61	106	Snare 11	151	Tom-Fl-R4
17	GM17	62	Kick 1	107	Snare 12	152	Tom-Lo 1
18	GM18	63	Kick 2	108	Snare 13	153	Tom-Lo 2
19	GM19	64	Kick 3	109	Snare 14	154	Tom-Lo 3
20	GM20	65	Kick 4	110	Snare 15	155	Tom-Lo 4
21	GM21	66	Kick 5	111	Snare 16	156	Tom-Lo 5
22	GM22	67	Kick 6	112	Snare 17	157	Tom-Lo 6
23	GM23	68	Kick 7	113	Snare 18	158	Tom-Lo 7
24	GM24	69	Kick 8	114	Snare-R 1	159	Tom-Lo 8
25	GM25	70	Kick 9	115	Snare-R 2	160	Tom-Lo 9
26	GM26	71	Kick 10	116	Snare-R 3	161	Tom-Lo 10
27	GM27	72	Kick 11	117	Snare-R 4	162	Tom-Lo 11
28	GM28	73	Kick 12	118	Snare-R 5	163	Tom-Lo 12
29	GM29	74	Kick 13	119	Snare-R 6	164	Tom-Lo 13
30	GM30	75	Kick 14	120	Snare-R 7	165	Tom-Lo 14
31	GM31	76	Kick 15	121	Snare-R 8	166	Tom-Lo 15
32	GM32	77	Kick 16	122	Snare-R 9	167	Tom-Lo 16
33	GM33	78	Kick 17	123	Snare-R 10	168	Tom-Lo 17
34	GM34	79	Kick 18	124	Snare-R 11	169	Tom-Lo-R1
35	GM35	80	Snare-S 1	125	Snare-R 12	170	Tom-Lo-R2
36	GM36	81	Snare-S 2	126	Snare-R 13	171	Tom-Lo-R3
37	GM37	82	Snare-S 3	127	Snare-R 14	172	Tom-Lo-R4
38	GM38	83	Snare-S 4	128	Snare-R 15	173	Tom-Mi 1
39	GM39	84	Snare-S 5	129	Snare-R 16	174	Tom-Mi 2
40	GM40	85	Snare-S 6	130	Snare-R 17	175	Tom-Mi 3
41	GM41	86	Snare-S 7	131	Tom-Fl 1	176	Tom-Mi 4
42	GM42	87	Snare-S 8	132	Tom-Fl 2	177	Tom-Mi 5
43	GM43	88	Snare-S 9	133	Tom-Fl 3	178	Tom-Mi 6
44	GM44	89	Snare-S 10	134	Tom-Fl 4	179	Tom-Mi 7
45	GM45	90	Snare-S 11	135	Tom-Fl 5	180	Tom-Mi 8

No.	Name	No.	Name	No.	Name	No.	Name
181	Tom-Mi 9	226	HH-Clo 12	271	Crash1-E 6	316	Ride-B 8
182	Tom-Mi 10	227	HH-Clo 13	272	Crash1-E 7	317	Ride-B 9
183	Tom-Mi 11	228	HH-Clo 14	273	Crash1-E 8	318	Ride-B 10
184	Tom-Mi 12	229	HH-Clo 15	274	Crash1-E 9	319	Ride-B 11
185	Tom-Mi 13	230	HH-Clo 16	275	Crash1-E 10	320	Ride-B 12
186	Tom-Mi 14	231	HH-Clo 17	276	Crash1-E 11	321	Ride-B 13
187	Tom-Mi 15	232	HH-Ped 1	277	Crash1-E 12	322	Ride-B 14
188	Tom-Mi 16	233	HH-Ped 2	278	Crash1-E 13	323	Ride-B 15
189	Tom-Mi 17	234	HH-Ped 3	279	Crash1-E 14	324	Ride-B 16
190	Tom-Mi-R1	235	HH-Ped 4	280	Crash1-E 15	325	Ride-B 17
191	Tom-Mi-R2	236	HH-Ped 5	281	Crash1-E 16	326	Ride-B 18
192	Tom-Mi-R3	237	HH-Ped 6	282	Crash1-E 17	327	Ride 1
193	Tom-Mi-R4	238	HH-Ped 7	283	Crash 1	328	Ride 2
194	Tom-Hi 1	239	HH-Ped 8	284	Crash 2	329	Ride 3
195	Tom-Hi 2	240	HH-Ped 9	285	Crash 3	330	Ride 4
196	Tom-Hi 3	241	HH-Ped 10	286	Crash 4	331	Ride 5
197	Tom-Hi 4	242	HH-Ped 11	287	Crash 5	332	Ride 6
198	Tom-Hi 5	243	HH-Ped 12	288	Crash 6	333	Ride 7
199	Tom-Hi 6	244	HH-Ped 13	289	Crash 7	334	Ride 8
200	Tom-Hi 7	245	HH-Ped 14	290	Crash 8	335	Ride 9
201	Tom-Hi 8	246	HH-Ped 15	291	Crash 9	336	Ride 10
202	Tom-Hi 9	247	HH-Ped 16	292	Crash 10	337	Ride 11
203	Tom-Hi 10	248	HH-Op 1	293	Crash 11	338	Ride 12
204	Tom-Hi 11	249	HH-Op 2	294	Crash 12	339	Ride 13
205	Tom-Hi 12	250	HH-Op 3	295	Crash 13	340	Ride 14
206	Tom-Hi 13	251	HH-Op 4	296	Crash 14	341	Ride 15
207	Tom-Hi 14	252	HH-Op 5	297	Crash 15	342	Ride-E 1
208	Tom-Hi 15	253	HH-Op 6	298	Crash 16	343	Ride-E 2
209	Tom-Hi 16	254	HH-Op 7	299	Crash 17	344	Ride-E 3
210	Tom-Hi 17	255	HH-Op 8	300	Crash 18	345	Ride-E 4
211	Tom-Hi-R1	256	HH-Op 9	301	Crash 19	346	Ride-E 5
212	Tom-Hi-R2	257	HH-Op 10	302	Crash 20	347	Ride-E 6
213	Tom-Hi-R3	258	HH-Op 11	303	Crash 21	348	Ride-E 7
214	Tom-Hi-R4	259	HH-Op 12	304	Crash 22	349	Ride-E 8
215	HH-Clo 1	260	HH-Op 13	305	Crash 23	350	Ride-E 9
216	HH-Clo 2	261	HH-Op 14	306	Crash 24	351	Ride-E 10
217	HH-Clo 3	262	HH-Op 15	307	Crash 25	352	Ride-E 11
218	HH-Clo 4	263	HH-Op 16	308	Crash 26	353	Ride-E 12
219	HH-Clo 5	264	HH-Op 17	309	Ride-B 1	354	Ride-E 13
220	HH-Clo 6	265	HH-Op 18	310	Ride-B 2	355	EFX 1
221	HH-Clo 7	266	Crash1-E 1	311	Ride-B 3	356	EFX 2
222	HH-Clo 8	267	Crash1-E 2	312	Ride-B 4	357	EFX 3
223	HH-Clo 9	268	Crash1-E 3	313	Ride-B 5	358	EFX 4
224	HH-Clo 10	269	Crash1-E 4	314	Ride-B 6	359	EFX 5
225	HH-Clo 11	270	Crash1-E 5	315	Ride-B 7	360	EFX 6

No.	Name	No.	Name	No.	Name	No.	Name
361	EFX 7	386	EFX 32	411	EFX 57	436	EFX 82
362	EFX 8	387	EFX 33	412	EFX 58	437	EFX 83
363	EFX 9	388	EFX 34	413	EFX 59	438	EFX 84
364	EFX 10	389	EFX 35	414	EFX 60	439	EFX 85
365	EFX 11	390	EFX 36	415	EFX 61	440	EFX 86
366	EFX 12	391	EFX 37	416	EFX 62	441	EFX 87
367	EFX 13	392	EFX 38	417	EFX 63	442	EFX 88
368	EFX 14	393	EFX 39	418	EFX 64	443	EFX 89
369	EFX 15	394	EFX 40	419	EFX 65	444	EFX 90
370	EFX 16	395	EFX 41	420	EFX 66	445	EFX 91
371	EFX 17	396	EFX 42	421	EFX 67	446	EFX 92
372	EFX 18	397	EFX 43	422	EFX 68	447	EFX 93
373	EFX 19	398	EFX 44	423	EFX 69	448	EFX 94
374	EFX 20	399	EFX 45	424	EFX 70	449	EFX 95
375	EFX 21	400	EFX 46	425	EFX 71	450	EFX 96
376	EFX 22	401	EFX 47	426	EFX 72	451	EFX 97
377	EFX 23	402	EFX 48	427	EFX 73	452	EFX 98
378	EFX 24	403	EFX 49	428	EFX 74	453	EFX 99
379	EFX 25	404	EFX 50	429	EFX 75	454	EFX 100
380	EFX 26	405	EFX 51	430	EFX 76	455	EFX 101
381	EFX 27	406	EFX 52	431	EFX 77	456	EFX 102
382	EFX 28	407	EFX 53	432	EFX 78	457	Snare I
383	EFX 29	408	EFX 54	433	EFX 79	458	Snare Side
384	EFX 30	409	EFX 55	434	EFX 80	459	Snare Rim
385	EFX 31	410	EFX 56	435	EFX 81		

INDEX

Voice Number	Category	Voice Number	Category
1 - 61	GM Kit	194 - 210	Tom High Head
62 - 79	Kick	211 - 214	Tom Hi Rim-Shot
80- 95	Snare Side Stick	215 - 231	Hi-Hat Close
96 - 113	Snare Head	232- 247	Hi-Hat Pedal
114 - 130	Snare Rim-Shot	248 - 265	Hi-Hat Open
131- 147	Floor Tom	266 - 282	Crash Edge
148 - 151	Floor Tom Rim	283 - 308	Crash Bow
152 - 168	Tom Low Head	309 - 326	Ride Bell
169 - 172	Tom Rim-Shot	327 - 341	Ride Bow
173 - 189	Tom Mid Head	342 - 354	Ride Edge
190 - 193	Tom Mid Rim-Shot	355 - 456	EFX
		457 - 459	Additional Snare

SPECIFICATIONS

Configuration	4 X 8" Tom (with rim), 8" Snare (double rims), 2 X12" Crash cymbal l (with Edge & choke), 14" Ride cymbal l (with Edge, Bell & choke), 8" Hi-Hat, 8" Kick, Hi-Hat pedal
Voice	459
Drum Kit	55 preset kits and 35 user kits
Demo Song	74, Full, Drum Only and Mute mode
Sound Effects	Reverb effect with professional DSP processor
Equalizer	10 preset types
Metronome	Tempo, Time signature, Sound
Count Exercise	1 – 3 minutes
Pad Edit	Voice, Volume, Pan, Pitch, Reverb level
Setup Menu	Accomp & Drum volume for Demo, Master tuning, count sensitivity, Equalizer, Advanced (Sensitivity, Dynamic range, Velocity Curve, Cross talk, Hi-Hat Pedal), Reset
Record	15 Songs
Display	Back-light LCD, 2 Row X 16 Characters
Power	9V DC
Aux. Socket	Headphone, Line In/Out, MIDI In/Out, USB, Power In

All specifications are subject to change without notice

HD-010C DIGITAL DRUM
USER'S MANUAL